LEFT

ESCAPE™

RIGHT

FREEZE

UNFREEZE

ESCAPE™

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

ESCAPE™

CART NO. 3

PART NO. 1015

I. GENERAL

1. Be sure the POWER Switch is in OFF position. (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console. (GAME NAME SHOULD FACE YOU)
3. Read this "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

II. OBJECT OF THE GAME

1. there are 4 different games plus 4 options which make a total of 16 possible play combinations.
2. The purpose of the game is to score as many points as possible.
3. Points are achieved when the MAN destroys the Electrified ALIENS by shooting in one of eight directions. If the MAN destroys all ALIENS in one maze then it results a 200 points extra bonus. Whenever the MAN escapes from the maze you get 100 points.
4. Although the MAN has 4 lives, he may be killed as the Electrified ALIENS shoot at him. He can also be destroyed upon collision with Electrified ALIENS or the electrified walls of the maze or by the SPINNER which attacks the MAN from time to time after game play has progressed.
5. A SPINNER will appear after game is started and will spin for 30 seconds aiming for the MAN. The SPINNER is capable of penetrating the electrified walls and is immune to all bullets. The SPINNER therefore is indestructable.

6. After attacking, the SPINNER will spin again for a shorter period before a second attack. Within the spinning period, the SPINNER is absolutely harmless. The firing frequency interval will be shortened after each unsuccessful attack. However the tracking accuracy of SPINNER increases with each shot. After 7th shot it will surely track you down.
7. When the MAN escapes from the maze, the next maze will appear.
8. 8 room mazes are provided and will be called up randomly.

III. THE VARIOUS GAMES

Game 1 – The ALIENS will not shoot at the MAN.
Game 2 – The ALIENS can shoot only 1 bullet at the moment anytime.
Game 3 – The ALIENS can shoot two bullets at a time.
Game 4 – The ALIENS can shoot three bullets at a time.
Option 1 – Eight ALIENS all capable of motion.
Option 2 – Twelve ALIENS all capable of motion.
Option 3 – Sixteen ALIENS all capable of motion.
Option 4 – Twenty ALIENS all capable of motion.

IV. TO START THE GAME

1. THIS IS A ONE PLAYER GAME. USE THE LEFT CONTROLLER ONLY.
2. Insert cartridge into console.
3. Press "Power on" switch on console. Red lamp should be lit.
4. Press "Reset" – the similar picture shown in Fig. 1 should appear on the screen.

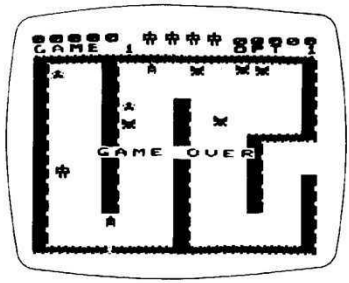

FIG. 1

5. Press 'Select" and then "Option" to your desire game.
6. Press "Start" – a picture similar to Fig. 2 should appear. Push any number on keyboard or squeeze either side Action Switch and the action begins.

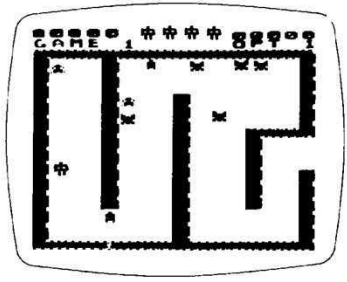

FIG. 2

V. TO PLAY THE GAME

THIS IS A ONE PLAYER GAME. USE THE LEFT CONTROLLER ONLY. Press any number on Keyboard to start the action Press Disc (or move Joystick) to direct the "MAN" where to go. i.e., press Disc/Joystick on left (9 o'clock) to move to left, 3 o'clock to move to right, 6 o'clock to move down and 12 o'clock to move up or move to 45° etc. To shoot, squeeze either Action Switch at the side of hand controller or press any number on keyboard. The shooting direction is controlled by the Disc/Joystick.

Continue to play until screen reads "Game over". (The similar picture shown in Fig. 1 should appear)

To maintain highest score on the screen, merely press "Start" button for the next game.

DO NOT DEPRESS "RESET" OTHERWISE ALL SCORES WILL BE WIPED OUT.

VI. TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the game whenever be necessary until you come back to continue playing again. USE RIGHT HAND CONTROLLER FOR FREEZING OR UNFREEZING ACTION.
2. To FREEZE the game, press any key at left column of keyboard (No. 1, 4, 7 or clear) and all action will be freezed including the sound. Decrease the volume level of your TV if necessary.

3. For UNFREEZE function, press any key at right column of keyboard (No. 3, 6, 9 or enter) and action will be resumed immediately. If volume has been descreased while freezing, be sure to increase the volume of TV back to desired level before unfreezing the game.

VII. SCORING

Escape from the maze	— 100 points
Each green ALIEN destroyed	— 40 points
Each red ALIEN destroyed	— 30 points
Each yellow ALIEN destroyed	— 30 points
Each small green ALIEN destroyed	— 50 points

Destroy ALL ALIENS in one maze — 200 points extra bonus
(Last Monster destroyed will not have scoring point)

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